MYSTERY SENTENCES™

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CONTENTS

INTRODUCTION 4
Getting Started 5
Data Disk 5

HOW TO PLAY *MYSTERY SENTENCES* 6
Playing the Game 7
Using the Parts of Speech 7
Making Moves 8
Strategies and Scoring 10
Standard Game or Secret Screens Game 11
Moves Per Turn 11

HOW TO CREATE OR EDIT A FILE 12
Creating a Sentence File 12
Writing your Sentence 13
Correcting Mistakes 13
Entering Parts of Speech 14
Entering Clues 16
Saving your Mystery Sentences 17
Writing More Sentences 17
Adding to a Sentence File 18
Editing a Sentence File 19

HOW TO CHANGE GAME FEATURES 22
Changing The Game Type 23
Changing Game Levels 24
Changing Sound Option 25
Saving Your New Game Setup 25

HOW TO DO DISK WORK 26
Making a New Data Disk 27
Printing a Sentence File 28
Erasing a Sentence File 29
Changing the Disk Drive Setup 30

***MYSTERY SENTENCES* CHECK LIST** 31

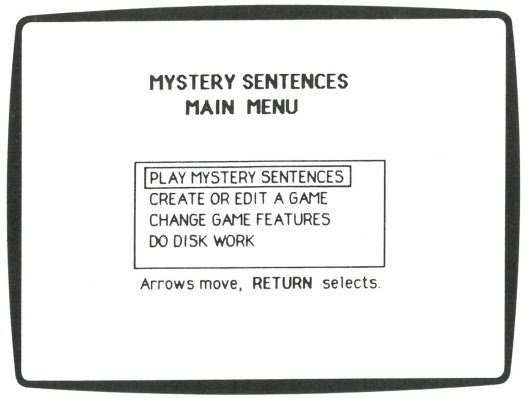
INTRODUCTION

If you like word games, you'll love *Mystery Sentences.* At the start of each game, a mystery sentence appears on the screen as a series of blank spaces. In the game you'll see when you first load the program, only the vowels in each word are revealed. Your job is to decipher the sentence in as few moves as possible. Labels under each blank word tell you its part of speech, and you can ask the computer to reveal letters one at a time. You can also guess individual words, or ask the computer for clues to the sentence's meaning. But each of these moves costs points, so plan your strategy accordingly.

The flip side of your program disk is the *Mystery Sentences* data disk. You'll find nine sample sentence files on the data disk, with each file covering a different topic (Common Sayings, Astronomy, U.S. History, Mystery Questions, etc.) Using the *Mystery Sentences* "Create or Edit a File" feature, you can also build your own sentence files. Store the files you create on side 2 of the program disk, or use the "Do Disk Work" features to create extra data disks.

Getting Started

To load the program, follow the instructions on the reference card enclosed in your *Mystery Sentences* package. Once you've loaded the program into your computer, the main menu will appear.



To use the menu press the arrow keys to highlight the option you want. Then press **RETURN** to select that option.

Data Disk

As you create your own *Mystery Sentences* files, you'll need to store them on a data disk. In addition to the nine sample files, side 2 of your *Mystery Sentences* disk contains some room for you to store your own files. Once you have used this disk space, you must make your own data disks. For instructions, see "How to Do Disk Work" on page 26.

HOW TO PLAY MYSTERY SENTENCES

The first time you try *Mystery Sentences,* you'll want to play with one of the sample files on side 2 of the disk. Here's how you start:

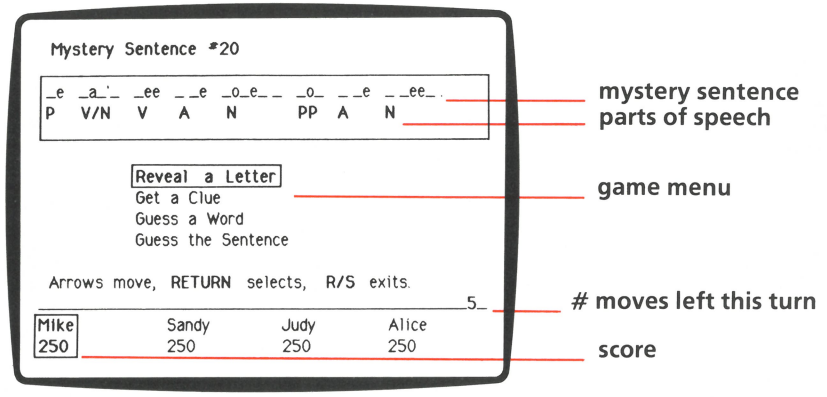
1. Select PLAY MYSTERY SENTENCES from the main menu.
2. *Mystery Sentences* will remind you to insert your data disk. Remove the program disk and replace it with your data disk.

For this game, play with one of the sample files on side 2 of your disk. Turn the disk over and insert it with side 2 (the data side) facing up. Press **RETURN** to continue.

3. Enter the number of teams (from 1 to 4) and press **RETURN.** A team can be one person or a group of persons.
4. When the computer asks, type in your name and press **RETURN.**
5. In a few seconds, you'll see the Select a File screen. Use the arrow **(CRSR)** keys to highlight the file you want, and press **RETURN** to make your choice.

Playing the Game

Once the computer loads the file you've selected, the first mystery sentence will appear at the top of the screen. When it does, you're ready to play. In the game your goal is to decipher the mystery sentence in as few moves as possible. To make a move, you must select an item from the game menu that appears below the sentence.



Using the Parts of Speech

Each word in the mystery sentence has a label indicating its part of speech. If you remember your grammar rules, these labels can provide important clues to deciphering words in the sentence. For example, if a three-letter word labeled "article" ends in "e," the word is "the," since there are really only three articles in the English language ("a," 'an," and "the"). If you're not quite sure of your grammer rules, review the *Mystery Sentences* Grammar Guidelines included in your package.

Making Moves

The game menu includes the following choices: Reveal a Letter, Get a Clue, Guess a Word, and Guess the Sentence. Each of the clues is explained below.

Reveal a Letter: Select this option to uncover any letter in your mystery sentence. For example, suppose you see a two-letter word that is labeled a preposition. You think that the word is either "on" or "of." To find out which, select Reveal a Letter. Then use the arrow keys to move the cursor to the second letter in the word. Press **RETURN,** and the computer will reveal the letter to you. You can use Reveal a Letter as often as you like, but each time you do, it costs five points and one turn.

NOTE: Players start with 250 points.

Get a Clue: Select this option to get a clue to the meaning of the sentence. Select Get a Clue from the game menu. Your first clue will be revealed automatically. This costs 15 points and one turn. When you finish reading the clue, press **RETURN.**

You can get up to three clues from each sentence. Select Get a Clue at any time to see the others. Each new clue you reveal costs 15 points and one turn. When you've read all three clues, you may select Get a Clue to review them. You will lose a turn, but it will not cost you any more points.

In the sample files, three clues are available for each sentence. When you're playing with someone else's file, you may not get three clues. It depends on how many were entered. The computer will tell you when there are no clues left.

Guess a Word: If you're not quite sure of the entire sentence, you may want to guess a word to see if you're on the right track. To do this, select Guess a Word. Then, use the arrow keys to highlight the word you want to guess. Once you press **RETURN,** the computer will tell you to type in the entire word (including letters you've already filled in.) Press **RETURN** again, and *Mystery Sentences* will tell you if the word you typed as your guess is right or wrong. If you guess the word correctly, you get a 10 point bonus. If you're incorrect, you lose 10 points. In either case, guessing a word will cost you one move.

Guess the Sentence: Select Guess the Sentence when you're ready to solve the mystery sentence.

Type your guess in the space provided. Type the entire sentence, including all punctuation and the words and letters that you've already filled in. Be sure to type carefully. If you insert a blank in the middle of the third word, for example, it will be counted as incorrect, and so will all the words that follow it. If you make a mistake, refer to the reference card for a list of the editing keys.

When you finish entering your sentence guess, press **RETURN.** If your guess is wrong, *Mystery Sentences* will charge you 20 points and tell you how many words you guessed correctly. If your guess is correct, the computer will offer its congratulations. It will also award you bonus points. The fewer moves it takes you to guess the sentence, the more bonus points you receive.

Strategies and Scoring

Follow these *Mystery Sentences* strategy tips for a higher score.

- Select Reveal a Letter only when you need help guessing a word in the sentence. Remember, every time you reveal a letter, you are spending five points and taking one turn. Each turn you take results in a deduction from the bonus score.

- Select Guess a Word only if you want to make sure you're on the right track for your sentence guess. Don't waste moves and turns by guessing words you're pretty sure you know. Remember, the fewer moves it takes to guess the sentence, the more bonus points you'll receive.

- There are three game levels to choose when playing *Mystery Sentences*. When you have some experience playing at the easier levels, you may want to challenge yourself by playing a higher level. The harder the level you play, the higher the bonus score. (See Changing Game Levels on page 24 for instructions on how to change levels.)

Standard Game or Secret Screens Game

You can play two versions of *Mystery Sentences;* the "standard game" or the "secret screens" game. In both games, up to four teams or individuals can compete. In the standard game, each team works on a different sentence that the computer selects at random. The teams compete for three rounds, with each round ending when every team has guessed its sentence. At the end of the third round, the team with the highest score wins.

In the secret screens game, each team plays with the same sentence. Here's how it works: After a team takes a turn, the letter and words it uncovered are hidden, and the next team takes its turn. Each team works only with the letters, words, and clues it has revealed. Teams continue taking turns until each one has guessed the sentence correctly. The winner is the team that has won the most points by guessing the sentence in the fewest number of moves.

For information on how to change between the standard and secret screens version of *Mystery Sentences,* see Changing the Game Type on page 23.

Moves Per Turn

In the standard game, you can make an unlimited number of moves in each turn if you're playing alone. If you're playing with more than one team, you each get five moves on the first turn, four moves on the second, three on the third, two on the fourth, and one move each after that. If you're playing the secret screens version of *Mystery Sentences,* you'll get three moves on each turn.

Whether you're playing alone or against friends, you'll still want to guess the sentence in as few moves as possible. Remember, the fewer moves you take, the bigger your bonus.

HOW TO CREATE OR EDIT A FILE

After you try a few *Mystery Sentences* sample files, you'll probably want to create some sentence files of your own. Using "Create or Edit a File," you can do just that. You can also add sentences to the sample files, or change the files that you created. This section of the handbook tells you how.

Creating a Sentence File

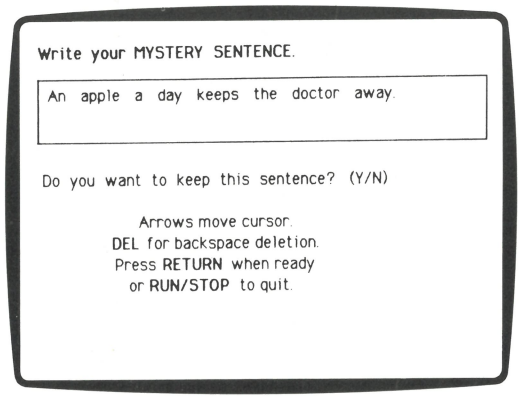
Creating a file is a three-step process. First you must write the sentence. Then, if you decide to include parts of speech, you must indicate the part of speech for each word. Finally, you must enter up to three clues. To create your own sentence file, follow the steps listed below.

1. Select CREATE OR EDIT A FILE. In a few moments, the Create or Edit a File menu will appear.
2. Select CREATE A SENTENCE FILE from the menu.
3. *Mystery Sentences* will remind you to insert your data disk. Remove the program disk and replace it with your data disk. You can use side two of the program disk—if there is still room for more files—or a data disk you've created. For instructions for creating a data disk, see page 27.
4. Type in a name for your file. The name can be up to 16 characters long. When you finish, press **RETURN**.

Writing Your Sentence

Now you're ready to write your first mystery sentence. Follow these two simple steps:

1. Type your sentence in the space provided. Each sentence can be up to 76 characters long (including spaces and punctuation). When you're finished typing the sentence, press **RETURN.**
2. Once you press **RETURN,** *Mystery Sentences* will ask, "Do you want to keep this sentence? (Y/N)". This gives you a chance to correct any mistakes you've made. If the sentence is exactly the way you want it, press Y to keep it. If you want to make changes, press N. The sentence will stay on the screen, and you'll have a chance to make corrections.


Write your MYSTERY SENTENCE.
An apple a day keeps the doctor away.
Do you want to keep this sentence? (Y/N)
Arrows move cursor.
DEL for backspace deletion.
Press RETURN when ready
or RUN/STOP to quit.

Correcting Mistakes

To make corrections to your sentence, refer to the reference card for a list of the editing keys, or watch the screen for instructions. When you're finished making corrections, move the cursor to the end of the sentence and press **RETURN.**

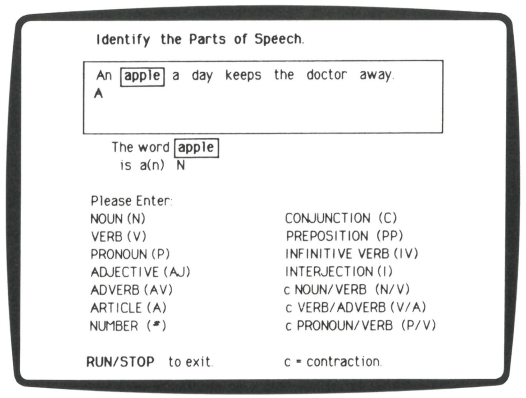
Entering Parts of Speech

After you type your sentence, *Mystery Sentences* gives you the opportunity to label each word according to its part of speech. Follow these instructions:

1. The computer will ask, "Do you want to enter parts of speech for your mystery sentence? (Y/N)." Type Y if you would like to identify the parts of speech for each word. Type N if you'd rather not.

If you type N, skip steps 2 and 3 and move directly to the section on entering clues.

If you type Y, the computer will present your sentence one word at a time. At this point, you must indicate a part of speech for each. The abbreviations for each part of speech are listed at the bottom of the screen.



2. Enter the parts of speech (or abbreviation) for each word and press **RETURN.**

In our example, the word "apple" functions as a noun. You would simply type the word "noun" or enter its abbreviation (N) and press **RETURN.**

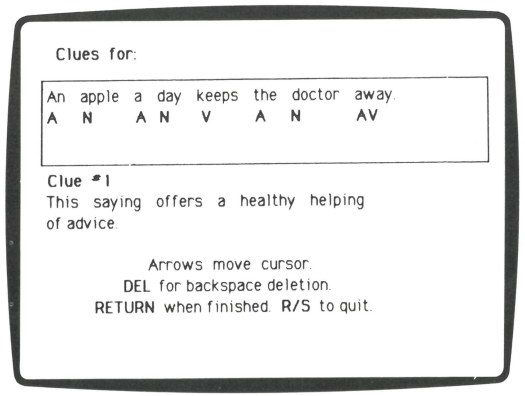
3. When you're finished identifying the parts of speech for each word in your sentence, the computer asks, "Do you want to keep these parts of speech? (Y/N)." Review your sentence and type Y if you're satisfied with the parts of speech you've entered. Type N if you want to make a correction.

If you find a mistake in your sentence, parts of speech labels, or clues, don't worry. You can always come back later and edit your sentence file. (See page 20.)

Entering Clues

Clues can provide important hints to the meaning of your sentence. Keep this in mind when you're writing them. You'll want to provide enough information to give the players a good hint, but not so much information that you give the sentence away.

You can create up to three clues for each sentence. To get ideas for the different types of clues you can create, play with the sample files on your data disk. To write your own clues, follow the steps below.


Clues for:
An apple a day keeps the doctor away.
A N A N V A N AV
Clue #1
This saying offers a healthy helping
of advice.
Arrows move cursor.
DEL for backspace deletion.
RETURN when finished. R/S to quit.

1. When the computer prompts you with "Clue #1," type in your first clue. You can use up to 76 characters. When you're finished, press **RETURN.**

To correct mistakes, follow the screen instructions or use the editing keys listed on the reference card.

2. When you finish each sentence, the computer asks, "Do you want to keep this clue? (Y/N)." Type Y if you are satisfied with the clue. Type N if you want to make a correction.

3. Now you're ready to write your second and third clues. Enter these clues in the same manner. If you don't want to enter a second or third clue, press **RETURN.**

4. When you've entered your last clue, the computer asks, "Are you satisfied with your clues? (Y/N)." Type Y if you are satisfied, or type N if you want to make changes. If you type N, you can go back through the clues one at a time, making changes to each or accepting some clues as they are.

Saving Your Mystery Sentences

Your sentences are saved one at a time. Once you've entered and accepted all your clues, the computer will tell you to press **RETURN** to save your mystery sentence, or press **RUN/STOP** to avoid saving it. If you press **RETURN,** your sentence, parts-of-speech labels, and clues will be saved in your file.

Before you press **RUN/STOP,** make sure you don't want to save the sentence that's on the screen. Once you press **RUN/STOP,** the sentence, parts of speech, and clues you just entered will be erased. And once they're erased, you can't get them back.

Writing More Sentences

When you've saved your sentence, the computer asks, "Would you like to write another sentence? (Y/N)." Type Y to continue creating sentences for your file. If you type N, you'll be returned to the Create or Edit A File menu. From this point, you can choose to add to or edit your sentence file, or you can press **RUN/STOP** to go back to the main menu.

Adding to a Sentence File

You can add to a file at any time. To add sentences to a file, follow the instructions below.

1. Select CREATE OR EDIT A FILE from the main menu.
2. Select ADD TO A SENTENCE FILE from the Create or Edit a File menu.
3. Insert your data disk and press **RETURN.**
4. Once you press **RETURN,** a listing of the files on the data disk will appear. Use the arrow keys to highlight the file you want to work on, and press **RETURN.**

When the Write Your *Mystery Sentence* screen appears, you can begin adding sentences to the file you selected. Refer to Writing Your Sentence on page 13 for instructions.

Editing a Sentence File

You can edit a file at any time. To edit a file, follow the instructions below.

1. Select CREATE OR EDIT A FILE from the main menu.
2. Select EDIT A SENTENCE FILE from the Create or Edit a File menu.
3. The computer will remind you to insert your data disk and press **RETURN.** Be sure to insert the data disk that contains the sentence file you want to edit.
4. When the listing of files appears, follow the instructions on the screen to select the file that you want.

When you do, the computer will tell you how many sentences are in that file. It will also ask you for the number of the sentence you want to edit. If you find a mistake in a sentence while you're playing, remember its number so you can locate it quickly.

5. Enter the number of the sentence that you want to edit.
6. In a moment, the sentence you requested will appear on the screen. Press **RUN/STOP** if this is not the sentence you want to edit. You will return to the Edit menu, where you can select another sentence to edit. *Mystery Sentences* will take you through the sentence, parts of speech, and clues one part at a time. First you will have the opportunity to edit the sentence itself.
7. When the computer asks, "Do you want to edit this sentence? (Y/N)," press Y if you want to edit the sentence itself. Press N if you want to move on and edit the parts of speech or clues.

If you press Y, follow the instructions on the screen to make changes to your sentence. Once you have edited the sentence, the computer asks, "Do you want to keep this sentence?" Type Y to accept the sentence as it is. Type N if you'd like to go back and make more corrections.

8. Once you tell the computer that you want to keep the edited sentence, it will ask, "Do you want to change the parts of speech? (Y/N)." Press Y if you want to change how the parts of speech are labeled. Press N if the parts of speech are correct.

If you press Y, *Mystery Sentences* will display each word in the sentence and its corresponding part of speech. If the part of speech is not correct, you can change it. When you finish making the changes the computer will ask, "Do you want to keep these parts of speech? (Y/N)." Press Y if you're satisfied with the parts of speech. Press N if you'd like to make more corrections.

9. Once you're finished with the parts of speech, the computer will ask, "Do you want to review your clues? (Y/N)." If you type N, you will skip over the clues. *Mystery Sentences* will give you the option of saving the edited sentence.

If you type Y, the computer will present the clues for the sentence one at a time. Edit each clue using the editing keys listed on the reference card that came with your package. After you check each clue, the computer will ask, "Do you want to keep this clue? (Y/N)." Press Y to accept the clue, or N to make corrections.

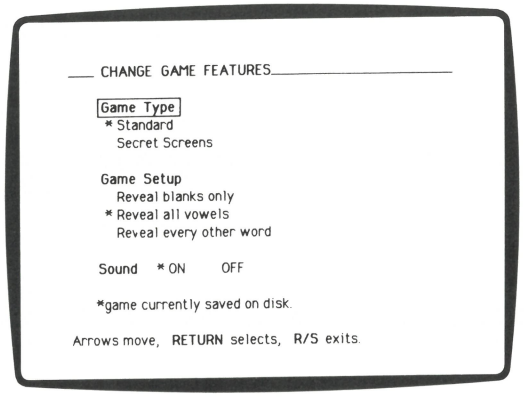
10. When you are finished editing all the clues, the computer will ask, "Are you satisfied with your clues? (Y/N)." Type N if you'd like to go back and make more changes. Type Y to accept the clues.

Editing the clues is the last step in editing the sentence. When you finish, follow the instructions on your screen. Press **RETURN** to save your edited mystery sentence, or press **RUN/STOP** if you don't want to save it. If you press **RUN/STOP,** the original (unedited) version will remain on the data disk.

Once you save the sentence, or once you tell the computer that you don't want to save it, the computer will bring you back to the Edit screen. From there, you can choose to edit another sentence or exit to the main menu.

HOW TO CHANGE GAME FEATURES

Selecting Change Game Features from the menu allows you to alter the type and level of *Mystery Sentences* game you play. You can choose to play the standard or secret screens game, and you can choose any of the three different levels of difficulty. You can also choose between playing with the sound on or off. The different game setups, along with instructions for changing the setups, are described below.



Changing the Game Type

You can choose between two versions of *Mystery Sentences:* the standard or the secret screens game. In the standard game, each team or player gets a different sentence. In the secret screens game, all of the teams or players work on the same sentence. For more information about the differences between the two games, see page 11.

When you load *Mystery Sentences* into the computer, the program is set to the standard game. To change the type of game, follow these steps:

1. Select CHANGE GAME FEATURES from the main menu.
2. Follow the instructions on the screen to highlight GAME TYPE. Then press **RETURN.**
3. Follow the instructions on the screen to highlight the type of game that you want (standard or secret screens). Then press **RETURN.**

The game type you selected will remain in boldface. To save this setting on your disk, see Saving Your New Game Setup on page 25.

Changing Game Levels

You can play *Mystery Sentences* at three different levels. The more difficult the level, the higher the bonus score you receive for guessing sentences correctly.

When you first load *Mystery Sentences* into the computer, a sentence is presented with all its vowels revealed. This is the intermediate (middle) level. In the more challenging level, the sentence is presented as all blanks. In the easiest level, every other word is revealed.

To change the level of play, follow these steps:

1. Select CHANGE GAME FEATURES from the main menu.
2. Follow the instructions on the screen to highlight GAME SETUP on the Change Game Features menu. Then press **RETURN.**
3. Follow the instructions on the screen to set the game at the level you want (all blanks, all vowels, or every other word). Then press **RETURN.**

The game level you selected will remain in boldface. To save this setting on your disk, see Saving Your New Game Setup on page 25.

Changing Sound Option

Mystery Sentences comes with the sound set to ON. To change the sound setting, simply select SOUND from the Change Game Features menu. Then highlight your choice (ON or OFF), and press **RETURN.**

Saving Your New Game Setup

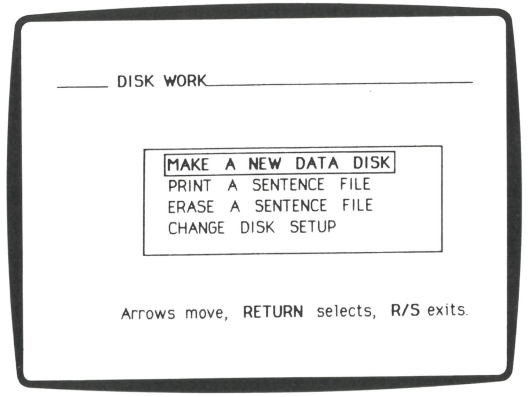
When you're finished changing the game set up, press **RUN/STOP,** *Mystery Sentences* will ask "Do you want to save this setup? (Y/N)." If you'd like to play with this setup for now but don't want to make this the game that will come up each time you load the program, type N to answer "No."

If want to save this set up, type Y. When you do, the version of the game that you set up in Change Game Features will be saved on your disk. From now on, when you load *Mystery Sentences* into the computer, you'll be playing with this version of the game. By coming back to Change Game Features, you can change the setting as often as you'd like.

HOW TO DO DISK WORK

To make a new data disk, print or erase a sentence file, or change the disk drive setup, you must select Do Disk Work from the main menu.

The Do Disk Work menu gives you these choices: Make a New Data Disk, Print a Sentence File, Erase a Sentence File, and Change Disk Setup. Each option is explained below.


DISK WORK
MAKE A NEW DATA DISK
PRINT A SENTENCE FILE
ERASE A SENTENCE FILE
CHANGE DISK SETUP
Arrows move, RETURN selects, R/S exits.

Making a New Data Disk

You can store some of the sentence files that you create on side 2 of the program disk—the data disk that contains the sample sentence files. Once you run out of room on this data disk, you'll have to create your own.

To create a data disk to store your *Mystery Sentences* files, follow the steps below.

1. Select DO DISK WORK from the main menu.
2. When the Disk Work menu appears, follow the instruction on the screen to select MAKE A NEW DATA DISK.

For your data disk, you can use either a new blank disk or an old one that contains information you no longer need.

3. Put the disk that you want to initialize in the drive. Then press **RETURN** to continue. If you don't wish to continue, press **RUN/STOP.**
4. *Mystery Sentences* will ask, "Do you want to go ahead? (Y/N)." Type Y if you want to initialize the disk. Type N if you don't want to.

Warning: This initializing procedure will erase the disk now in the drive. Make sure that you no longer need the information on the disk.

Printing a Sentence File

If you have a printer connected to your computer, you can make a printed copy of any *Mystery Sentences* file. Printed copies are especially useful for rereading files you plan to edit. You can print your files in two ways, with or without the clues.

Before you start, make sure your printer is connected correctly and working properly. To print a file, follow the steps listed below.

1. Select DO DISK WORK from the main menu.
2. When the Disk Work menu appears, follow the instructions at the bottom of the screen to select PRINT A SENTENCE FILE.
3. The computer will ask you to confirm or change some technical information about your printer. If you're not sure how to respond, simply confirm the current standard settings for your computer. Later, if you find that the files won't print, you may need to consult your computer or printer manual for the correct settings.
4. The program will ask if you want to print the sentences with or without clues. Follow the screen directions to make your choice.
5. The program will tell you to put your data disk in the drive and press **RETURN.** Once you do, you'll see a list of the files on the disk. Follow the screen directions to select the file you want to print.
6. In a few minutes the file will be loaded into the computer. Once the file is loaded, press **RETURN** to begin printing.

NOTE: If the printer does not begin printing, check to make sure it is turned on and that it is switched to "on line."

Erasing a Sentence File

To erase a file from the data disk, follow the steps listed below.

1. Select DO DISK WORK from the main menu.
2. When the main menu appears, follow the instructions at the bottom of the screen to select ERASE A SENTENCE FILE.
3. Make sure your data disk is in the drive. If it's not, the computer will remind you to put it there.
4. The computer will give you a list of the files on the disk. Follow the directions on the screen to select the file you want to erase.
5. *Mystery Sentences* will ask if you're sure that you want to erase the file. Press Y to erase it. Press N to avoid erasing it.

Warning: Be sure of your choice. Once you've erased a file, you can't get it back.

Changing the Disk Drive Setup

Mystery Sentences is set up to be played on a standard computer configuration with one disk drive set as "device number 8." If you have two disk drives, or if your drive is set to a device number other than eight, you can change the setup by following the steps listed below.

1. Select DO DISK WORK from the main menu.
2. When the Disk Work menu appears, follow the screen instruction to select CHANGE DISK SETUP.
3. A new menu will appear. If your disk drive is set to a device number other than eight, follow the screen instructions to select the correct device number.
4. To change the number of drives from 1 to 2, set one drive to device #8 and the other to device #9. If you have two disk drives, you don't have to worry about swapping disks. You can insert your *Mystery Sentences* program disk in drive 1 and your data disk in drive 2.
5. When you are finished, press **RUN/STOP** to exit. Then the computer will ask, "Do you want to save this setup? (Y/N)." If you press Y to keep the setup, the disk drive will be setup as you specified each time you load *Mystery Sentences*. If you press N, the standard setup (one drive only) will remain.

MYSTERY SENTENCES CHECK LIST

Use this page to keep track of which sentences you've played in each file.

Player	*File name*	*Sentence number*

C-64

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